Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	8	audio-centric and rank and text and breadth and playback and summary and track and segment and image and speech and synchronization and probability	US-PGPUB; USPAT	OR	OFF	2005/02/18 14:47

Your search matched **0** of **1128145** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

audio centric<and>rank<and>breadth Search

☐ Check to search within this result set

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JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

Results:
No documents matched your query.

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A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

audio centric<and>rank Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

Results:
No documents matched your query.

Your search matched **1** of **1128145** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

audio centric Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

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1 **An IR local positioning system for smart items and devices**
Aitenbichler, E.; Muhlhauser, M.;
Distributed Computing Systems Workshops, 2003. Proceedings. 23rd International Conference on , 19-22 May 2003
Pages:334 - 339

[Abstract] [PDF Full-Text (310 KB)] **IEEE CNF**

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Result page: 1 2 3 4 5 6 7 8 9 10 next

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1 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagra better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer de Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overvie experience, such tools display repeated occurrences of non-trivial commun ...

2 Video Manga: generating semantically meaningful video summaries
Shingo Uchihashi, Jonathan Foote, Andreas Girgensohn, John Boreczky
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**

Full text available: pdf(3.41 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents methods for automatically creating pictorial video summaries that resemble comic books. Th segments is computed from their length and novelty. Image and audio analysis is used to automatically detect a Based on this importance measure, we choose relevant keyframes. Selected keyframes are sized by importance, pictorial summary. We present a quantitative measure of how well a su ...

Keywords: keyframe selection and layout, video summarization and analysis

3 Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

4 A synchronization model for recorded presentations and its relevance for information retrieval
W. Hürst, R. Müller
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**

Full text available: pdf(1.84 MB) Additional Information: full citation, abstract, references, citings, index terms

In order to improve the acceptance of recorded presentations, we introduce a new open document type coverinc classes typically appearing in this scenario. Instances of this document type can be replayed using our time-base Random access in combination with the realized stream/media-layered synchronization mechanism results in ess

Visible Scrolling and Unrestricted Cross-Referencing ...

5 Technical reports
SIGACT News Staff
January 1980 **ACM SIGACT News**, Volume 12 Issue 1
Full text available: pdf(5.28 MB) Additional Information: full citation

6 Face recognition: A literature survey
W. Zhao, R. Chellappa, P. J. Phillips, A. Rosenfeld
December 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 4
Full text available: pdf(4.28 MB) Additional Information: full citation, abstract, references, index terms

As one of the most successful applications of image analysis and understanding, face recognition has recently re especially during the past several years. At least two reasons account for this trend: the first is the wide range o enforcement applications, and the second is the availability of feasible technologies after 30 years of research. E recognition systems have reached a certain level of maturity, their success is ...

Keywords: Face recognition, person identification

7 SpeechSkimmer: a system for interactively skimming recorded speech
Barry Arons
March 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 1
Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references, citings, index terms,

Listening to a speech recording is much more difficult than visually scanning a document because of the transier Audio recordings capture the richness of speech, yet it is difficult to directly browse the stored information. This structuring, filtering, and presenting recorded speech, allowing a user to navigate and interactively find informat article describes the SpeechSkimmer system for interacti ...

Keywords: audio browsing, interactive listening, nonspeech audio, speech as data, speech skimming, speech u:

8 External memory algorithms and data structures: dealing with **massive data**
Jeffrey Scott Vitter
June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2
Full text available: pdf(828.46 KB) Additional Information: full citation, abstract, references, citings, index terms

Data sets in large applications are often too massive to fit completely inside the computers internal memory. Th communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a ma this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and to exploit locality in order to reduce the I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical mem methods, multilevel memory, online, out-of-core, secondary storage, sorting

9 Technical session 9: still and moving images: Finding the right shots: assessing usability and performance interface
Michael Christel, Neema Moraveji
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Full text available: pdf(410.37 KB) Additional Information: full citation, abstract, references, index terms

The authors developed a system in which visually dense displays of thumbnail imagery in storyboard views are u retrieval. The views allow for effective retrieval, as evidenced by the success achieved by expert users with the s NIST TRECVID 2002 and 2003. This paper demonstrates that novice users also achieve comparatively high retrie using the TRECVID 2003 benchmarks. Through an analysis of the user interact ...

Keywords: TRECVID, storyboard, video retrieval

10 Content-based retrieval: VideoQA: question answering on news video

Hui Yang, Lekha Chaisorn, Yunlong Zhao, Shi-Yong Neo, Tat-Seng Chua

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(592.26 KB) Additional Information: full citation, abstract, references, index terms

When querying a news video archive, the users are interested in retrieving precise answers in the form of a sum query. However, current video retrieval systems, including the search engines on the web, are designed to retrie answers. This research explores the use of question answering (QA) techniques to support personalized news vic our system, VideoQA, using short natural language questions with implicit ...

Keywords: transcript error correction, video question answering, video retrieval, video summarization

11 Auto-summarization of audio-video presentations

Liwei He, Elizabeth Sanocki, Anoop Gupta, Jonathan Grudin

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**

Full text available: pdf(1.55 MB) Additional Information: full citation, abstract, references, citings, index terms

As streaming audio-video technology becomes widespread, there is a dramatic increase in the amount of multim Users face a new challenge: How to examine large amounts of multimedia content quickly. One technique that c multimedia is video summaries; that is, a shorter version assembled by picking important segments from the ori techniques for automatic creation of summaries for online audio-video ...

Keywords: corporate training, digital library, streaming media, user evaluation, user log analysis, video on-dem

12 Spoken dialogue technology: enabling the conversational user interface

Michael F. McTear

March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1

Full text available: pdf(987.69 KB) Additional Information: full citation, abstract, references, citings, index terms,

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 19! conversational interfaces. However, it is only within the last decade or so, with major advances in speech techno systems have been developed and, in some cases, introduced into commerc ...

Keywords: Dialogue management, human computer interaction, language generation, language understanding, synthesis

13 Session 11: multimedia analysis and retrieval: A user attention model for video summarization

Yu-Fei Ma, Lie Lu, Hong-Jiang Zhang, Mingjing Li

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(644.28 KB) Additional Information: full citation, abstract, references, citings

Automatic generation of video summarization is one of the key techniques in video management and browsing. I

generic framework of video summarization based on the modeling of viewer's attention. Without fully semantic u this framework takes advantage of understanding of video content, this framework takes advantage of computat eliminates the needs of complex heuristic rules in video summarization. A set of methods ...

Keywords: attention model, skimming, video content analysis, video summarization

14 Image annotation and video summarization: Video summarization based on user log enhanced link analys
Bin Yu, Wei-Ying Ma, Klara Nahrstedt, Hong-Jiang Zhang
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(771.50 KB) Additional Information: full citation, abstract, references, index terms

Efficient video data management calls for intelligent video summarization tools that automatically generate conc skimming and browsing. Traditional video summarization techniques are based on low-level feature analysis, wh semantics of video content. Our vision is that users unintentionally embed their understanding of the video cont computers. This valuable knowledge, which is difficult for computers to l ...

Keywords: link analysis, log mining, skimming, user behavior, video content analysis, video summarization

15 Voice puppetry
Matthew Brand
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.82 MB) Additional Information: full citation, references, citings, index terms

Keywords: computer vision and audition, control, facial animation, learning, lip-syncing

16 Session 6: student best paper contest: A utility framework for the automatic generation of audio-visual skir
Hari Sundaram, Lexing Xie, Shih-Fu Chang
December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(487.92 KB) Additional Information: full citation, abstract, references, citings

In this paper, we present a novel algorithm for generating audio-visual skims from computable scenes. Skims ar libraries, and for on-demand summaries in set-top boxes. A computable scene is a chunk of data that exhibits cc chromaticity, lighting and sound. There are three key aspects to our approach: (a) visual complexity and gramm and (c) an utility model for skim generation. We define a measure of visual c ...

17 Evolving video skims into useful multimedia abstractions
Michael G. Christel, Michael A. Smith, C. Roy Taylor, David B. Winkler
January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(1.02 MB) Additional Information: full citation, references, citings, index terms

Keywords: digital video library, empirical studies, evaluation, multimedia, video abstraction, video browsing, vi

18 Data clustering: a review
A. K. Jain, M. N. Murty, P. J. Flynn
September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3

Full text available: pdf(636.24 KB) Additional Information: full citation, abstract, references, citings, index terms,

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into group problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad app steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in a different communities has made the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity

19 A confederation of tools for capturing and accessing collaborative activity

Scott Minneman, Steve Harrison, Bill Janssen, Gordon Kurtenbach, Thomas Moran, Ian Smith, Bill van Melle
January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available: htm(73.96 KB) Additional Information: full citation, references, citings, index terms

Keywords: CSCW, activity capture, content-and content-based indexing and retrieval, digital audio and video, c real-time indexing, usability, user interfaces

20 Long papers: multimodal interaction: Multimodal new vocabulary recognition through speech and handwrit application

Edward C. Kaiser
January 2005 **Proceedings of the 10th international conference on Intelligent user interfaces**

Full text available: pdf(428.63 KB) Additional Information: full citation, abstract, references, index terms

Our goal is to automatically recognize and enroll new vocabulary in a multimodal interface. To accomplish this ou mutually disambiguating aspects of co-referenced, co-temporal handwriting and speech. The co-referenced sema determined by our multimodal interface for schedule chart creation. This paper motivates and describes our tech vocabulary (OOV) terms and enrolling them dynamically in the system. We ...

Keywords: multimodal interaction, mutual disambiguation, vocabulary learning

Results 1 - 20 of 200 Result page: **1** 2 3 4 5 6 7 8 9 10 next

Terms used
audio centric and **rank** and **text** and **breadth** and **playback** and **summary** and **track** and **segment** and **image** and **speech** and

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Best 200 shown

21 The FINITE STRING Newsletter: Abstracts of current literature
Computational Linguistics Staff
January 1987 **Computational Linguistics**, Volume 13 Issue 1-2
Full text available: pdf(6.15 MB) Publisher Site Additional Information: full citation

22 The state of the art in automating usability evaluation of user interfaces
Melody Y. Ivory, Marti A Hearst
December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4
Full text available: pdf(2.31 MB) Additional Information: full citation, abstract, references, citings, index terms,

Usability evaluation is an increasingly important part of the user interface design process. However, usability eva of time and human resources, and automation is therefore a promising way to augment existing approaches. Th survey of usability evaluation methods, organized according to a new taxonomy that emphasizes the role of autc existing techniques, identifies which aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation, web interfaces

23 Three-dimensional object recognition
Paul J. Besl, Ramesh C. Jain
March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1
Full text available: pdf(7.76 MB) Additional Information: full citation, abstract, references, citings, index terms,

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and revi Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques fc characterizing range data are also surveyed.

24 Advances in domain independent linear text segmentation
Freddy Y. Y. Choi
April 2000 **Proceedings of the first conference on North American chapter of the Association for Con**
Full text available: pdf(828.85 KB) Additional Information: full citation, abstract, references, citings

This paper describes a method for linear text segmentation which is twice as accurate and over seven times as f

(Reynar, 1998). Inter-sentence similarity is replaced by rank in the local context. Boundary locations are discove

25 Query evaluation techniques for large databases
Goetz Graefe
June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2
Full text available: pdf(9.37 MB) Additional Information: full citation, abstract, references, citings, index terms,

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for acces and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets o today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iter systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorit

26 Charting past, present, and future research in ubiquitous computing
Gregory D. Abowd, Elizabeth D. Mynatt
March 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 1
Full text available: pdf(730.83 KB) Additional Information: full citation, abstract, references, citings, index terms

The proliferation of computing into the physical world promises more than the ubiquitous availability of computir paradigms of interaction inspired by constant access to information and computational capabilities. For the past research on abiquitous computing (ubicomp) has pushed three interaction themes:natural interfaces, context-av capture and access. To chart a cours ...

Keywords: augmented reality, capture and access, context-aware applications, evaluation, everyday computinç implications, ubiquitous computing, user interfaces

27 Video Retrieval and Browsing: Learning video browsing behavior and its application in the generation of vi
Tanveer Syeda-Mahmood, Dulce Ponceleon
October 2001 **Proceedings of the ninth ACM international conference on Multimedia**
Full text available: pdf(1.86 MB) Additional Information: full citation, abstract, references, citings, index terms

With more and more streaming media servers becoming commonplace, streaming video has now become a popu advertisement, and entertainment. With such prevalence comes a new challenge to the servers: Can they track determine what interest users? Learning this information is potentially valuable not only for improved customer t commerce, but also in the generation of fast previews of videos for easy pre-downloads. ...

Keywords: audio, browsing behavior, interesting content, learning, topics, video previews

28 Automatically extracting highlights for TV Baseball programs
Yong Rui, Anoop Gupta, Alex Acero
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**
Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, references, citings, index terms

In today's fast-paced world, while the number of channels of television programming available is increasing rapi them remains the same or is decreasing. Users desire the capability to watch the programs time-shifted (on-den highlights to save time. In this paper we explore how to provide for the latter capability, that is the ability to ext that viewing time can be reduced.

We focus on the sp ...

Keywords: audio, baseball, highlights, summarization, television, video

29 Workshop reports: Workshop report: the first ACM international workshop on multimedia databases (MMD
Shu-Ching Chen, Mei-Ling Shyu
July 2004 **ACM SIGIR Forum**, Volume 38 Issue 1
Full text available: pdf(117.52 KB) Additional Information: full citation

30 Computational strategies for object recognition
Paul Suetens, Pascal Fua, Andrew J. Hanson
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1
Full text available: pdf(6.37 MB) Additional Information: full citation, abstract, references, citings, index terms,

This article reviews the available methods for automated identification of objects in digital images. The techniqu according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategi appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situ complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

31 Groupware: some issues and experiences
Clarence A. Ellis, Simon J. Gibbs, Gail Rein
January 1991 **Communications of the ACM**, Volume 34 Issue 1
Full text available: pdf(7.22 MB) Additional Information: full citation, references, citings, index terms

32 Capturing, structuring, and representing ubiquitous audio
Debby Hindus, Chris Schmandt, Chris Horner
October 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 4
Full text available: pdf(1.78 MB) Additional Information: full citation, abstract, references, citings, index terms

Although talking is an integral part of collaboration, there has been little computer support for acquiring and acc conversations. Our approach has focused on ubiquitous audio, or the unobtrusive capture of speech interactions Speech recognition technology cannot yet transcribe fluent conversational speech, so the words themselves are captured interactions. Instead, the structure of an int ...

Keywords: audio interactions, collaborative work, multimedia workstation software, semi-structured data, softv ubiquitous computing

33 TextTiling: segmenting text into multi-paragraph subtopic passages
Marti A. Hearst
March 1997 **Computational Linguistics**, Volume 23 Issue 1
Full text available: pdf(2.46 MB) Publisher Site Additional Information: full citation, abstract, references, citings

TextTiling is a technique for subdividing texts into multi-paragraph units that represent passages, or subtopics. major subtopic shifts are patterns of lexical co-occurrence and distribution. The algorithm is fully implemented a segmentation that corresponds well to human judgments of the subtopic boundaries of 12 texts. Multi-paragrapl useful for many text analysis tasks, including information retrieval and ...

34 Surfing the movie space: advanced navigation in movie-only hypermedia
Jörg Geißler

January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available: htm(57.79 KB) Additional Information: full citation, references, citings, index terms

Keywords: browsing and navigation, hypermedia, interactive movies, media integration and synchronization, m

35 MPEG-4: an object-based multimedia coding standard supporting mobile applications

Atul Puri, Alexandros Eleftheriadis

June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

Full text available: pdf(747.80 KB) Additional Information: full citation, abstract, references, citings, index terms,

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently wor standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scene in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects advanced functionalities not supported by other standards. One of the ke ...

36 CMIFed: a transportable hypermedia authoring system

Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender

October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available: pdf(1.93 MB) Additional Information: full citation, references, citings, index terms

37 Detecting topical events in digital video

Tanveer Syeda-Mahmood, S. Srinivasan

October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Full text available: pdf(1.04 MB) Additional Information: full citation, abstract, references, citings, index terms

The detection of events is essential to high-level semantic querying of video databases. It is also a very challeng detection and integration of evidence for an event available in multiple information modalities, such as audio, vic focuses on the detection of specific types of events, namely, topic of discussion events that occur in classroom/l we present a query-driven approach to the detection of topic of ...

Keywords: multi-modal fusion, query-driven topic detection, slide detection, topic of discussion events, topical

38 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

39 Evaluation of model-based retrieval effectiveness with OCR text

Kazem Taghva, Julie Borsack, Allen Condit

January 1996 **ACM Transactions on Information Systems (TOIS)**, Volume 14 Issue 1

Full text available: pdf(2.02 MB) Additional Information: full citation, abstract, references, index terms, review

We give a comprehensive report on our experiments with retrieval from OCR-generated text using systems base More specifically, we show that average precision and recall is not affected by OCR errors across systems for sev used in these experiments include both actual OCR-generated text and standard information retrieval collections of OCR errors. Both the actual and simulation experiments inc ...

Keywords: error correction, feedback, optical character recognition, ranking algorithms

40 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems
M. L. Kherfi, D. Ziou, A. Bernardi
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1
Full text available: pdf(294.13 KB) Additional Information: full citation, abstract, references, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of informatio relevant information remains a difficult task, whether the information is textual or visual. Text search engines ha and have achieved a certain degree of success. However, despite the large number of images available on the W rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance fe

Results 21 - 40 of 200 Result page: previous 1 **2** 3 4 5 6 7 8 9 10 n

Terms used
audio centric and **rank** and **text** and **breadth** and **playback** and **summary** and **track** and **segment** and **image** and **speech** and

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41 Pen computing: a technology overview and a vision
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Full text available: pdf(5.14 MB) Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the co difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed anc emerging technologies and visions.Starting with a short historic ...

42 An interactive comic book presentation for exploring video
John Boreczky, Andreas Girgensohn, Gene Golovchinsky, Shingo Uchihashi
April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a method for generating compact pictorial summarizations of video. We developed a novel a from a video suitable for summarizing the video and for providing entry points into it. Images are laid out in a cc reminiscent of a comic book or Japanese manga. Users can explore the video by interacting with the presented s keyframe start video playback and/or present additional detail. Caption ...

Keywords: keyframe extraction, video browsing, video summarization

43 Speech, Audio, Gesture: SCANMail: a voicemail interface that makes speech browsable, readable and se
Steve Whittaker, Julia Hirschberg, Brian Amento, Litza Stark, Michiel Bacchiani, Philip Isenhour, Larry Stead, Gary Z
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changin ourselves**
Full text available: pdf(540.75 KB) Additional Information: full citation, abstract, references, citings, index terms

Increasing amounts of public, corporate, and private speech data are now available on-line. These are limited in lack of tools to permit their browsing and search. The goal of our research is to provide tools to overcome the in access, by supporting visual scanning, search, and information extraction. We describe a novel principle for the *What You See Is Almost What You Hear (WYSIAWYH)*. In *WYSI ...*

Keywords: *"speech as data", asynchronous communication, empirical evaluation, speech access, voicemail, wh hear*

44 Multimedia abstractions for a digital video library
Michael G. Christel, David B. Winkler, C. Roy Taylor
July 1997 **Proceedings of the second ACM international conference on Digital libraries**
Full text available: pdf(1.21 MB) Additional Information: full citation, references, citings, index terms

Keywords: digital video library, multimedia abstration, video abstraction, video browsing

45 Challenges in information retrieval and language modeling: report of a workshop held at the center for inte University of Massachusetts Amherst, September 2002
James Allan, Jay Aslam, Nicholas Belkin, Chris Buckley, Jamie Callan, Bruce Croft, Sue Dumais, Norbert Fuhr, Donn Djoerd Hiemstra, Thomas Hofmann, Eduard Hovy, Wessel Kraaij, John Lafferty, Victor Lavrenko, David Lewis, Liz Li McCallum, Jay Ponte, John Prager, Dragomir Radev, Philip Resnik, Stephen Robertson, Roni Rosenfeld, Salim Roukc Schwartz, Amit Singhal, Alan Smeaton, Howard Turtle, Ellen Voorhees, Ralph Weischedel, Jinxi Xu, ChengXiang Zha
April 2003 **ACM SIGIR Forum**, Volume 37 Issue 1
Full text available: pdf(1.60 MB) Additional Information: full citation, citings, index terms, review

46 Learning II: A time series clustering based framework for multimedia mining and summarization using aud
Regunathan Radhakrishnan, Ajay Divakaran, Ziyou Xiong
October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information re**
Full text available: pdf(618.98 KB) Additional Information: full citation, abstract, references, index terms

Past work on multimedia analysis has shown the utility of detecting specific temporal patterns for different conte propose a unified, content-adaptive, unsupervised mining framework to bring out such temporal patterns from d formulate the problem of pattern discovery from video as a time series clustering problem. We treat the sequenc features extracted from the video as a time series and perform a tempor ...

Keywords: audio classification, time series analysis, video summarization

47 Integrated technologies for indexing spoken language
Francis Kubala, Sean Colbath, Daben Liu, Amit Srivastava, John Makhoul
February 2000 **Communications of the ACM**, Volume 43 Issue 2
Full text available: pdf(1.14 MB) html(36.89 KB) Additional Information: full citation, references, citings, index terms, review

48 Technical best paper contest session: Learning query-class dependent weights in automatic video retrieva
Rong Yan, Jun Yang, Alexander G. Hauptmann
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Full text available: pdf(414.60 KB) Additional Information: full citation, abstract, references, index terms

Combining retrieval results from multiple modalities plays a crucial role for video retrieval systems, especially fo systems without any user feedback and query expansion. However, most of current systems only utilize query ir explicit user weighting. In this work, we propose using query-class dependent weights within a hierarchial mixtu combine multiple retrieval results. We first classify each user query int ...

Keywords: learning, modality fusion, query class, video retrieval

49 Toward adaptive conversational interfaces: Modeling speech convergence with animated personas

Sharon Oviatt, Courtney Darves, Rachel Coulston
September 2004 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 11 Issue 3

Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references, index terms

The design of robust interfaces that process conversational speech is a challenging research direction largely bec variable. This research explored a new dimension of speaker stylistic variation by examining whether users' spee the text-to-speech (TTS) heard from a software partner. To pursue this question, a study was conducted in whic children conversed with animated partners that embodied different ...

Keywords: Adaptive interfaces, amplitude, animated characters, children's educational software, communicatio conversational interfaces, dialogue response latency, duration, human-computer adaptation, individual differenc metaphors, speech recognition, text-to-speech

50 Efficient passage ranking for document databases
Marcin Kaszkiel, Justin Zobel, Ron Sacks-Davis
October 1999 **ACM Transactions on Information Systems (TOIS)**, Volume 17 Issue 4

Full text available: pdf(328.98 KB) Additional Information: full citation, abstract, references, citings, index terms

Queries to text collections are resolved by ranking the documents in the collection and returning the highest-sco alternative retrieval method is to rank passages, that is, short fragments of documents, a strategy that can impr relevant material in documents that are too large for users to consider as a whole. However, ranking of passage: retrieval costs. In this article we explore alternative query evalua ...

Keywords: inverted files, passage retrieval, query evaluation, text databases, text retrieval

51 Poster session 2: Emotional Chinese talking head system
Jianhua Tao, Tieniu Tan
October 2004 **Proceedings of the 6th international conference on Multimodal interfaces**

Full text available: pdf(327.79 KB) Additional Information: full citation, abstract, references, index terms

Natural Human-Computer Interface requires integration of realistic audio and visual information for perception a talking head system is proposed. The system converts text to speech with synchronized animation of mouth mo The talking head is based on a generic 3D human head model. The personalized model is incorporated into the s personalized model offers a more natural and realistic look than t ...

Keywords: emotion, facial animation, speech synthesis, talking head

52 Eyes alive
Sooha Park Lee, Jeremy B. Badler, Norman I. Badler
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Con interactive techniques**, Volume 21 Issue 3

Full text available: pdf(2.09 MB) Additional Information: full citation, abstract, references, citings, index terms

For an animated human face model to appear natural it should produce eye movements consistent with human face conversational interactions, eyes exhibit conversational turn-taking and agent thought processes through g patterns. We have implemented an eye movement model based on empirical models of saccades and statistical animations using stationary eyes, eyes with random saccades only, and eyes wit ...

Keywords: HCI (human-computer interface), eye movement synthesis, facial animation, saccades, statistical m

53 Extracting usability information from user interface events
David M. Hilbert, David F. Redmiles

December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4

Full text available: pdf(1.50 MB) Additional Information: full citation, abstract, references, citings, index terms,

Modern window-based user interface systems generate user interface events as natural products of their normal can be automatically captured and because they indicate user behavior with respect to an application's user inte regarded as a potentially fruitful source of information regarding application usage and usability. However, becat typically voluminos and rich in detail, automated support is generally ...

Keywords: human-computer interaction, sequential data analysis, usability testing, user interface event monitc

54 Unsupervised learning of the morphology of a natural language

John Goldsmith

June 2001 **Computational Linguistics**, Volume 27 Issue 2

Full text available: pdf(3.19 MB) Publisher Site Additional Information: full citation, abstract, references

This study reports the results of using minimum description length (MDL) analysis to model unsupervised learnir segmentation of European languages, using corpora ranging in size from 5,000 words to 500,000 words. We dev rapidly develop a probabilistic morphological grammar, and use MDL as our primary tool to determine whether tl heuristics will be adopted or not. The resulting grammar matches well the analysis that ...

55 Video I: Key-frame extraction algorithm using entropy difference

Markos Mentzelopoulos, Alexandra Psarrou

October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information re**

Full text available: pdf(435.21 KB) Additional Information: full citation, abstract, references, index terms

The fast evolution of the digital video technology has opened new areas of research. The most important aspect perform video cataloguing, indexing and retrieval. The basic step is to find a way for video abstraction, as this w large set of video data with sufficient content representation. In this paper we present an overview of the curren algorithms. We propose the Entropy-Difference, an algorithm that perf ...

Keywords: entropy semantics

56 A methodology and algorithms for the design of hard real-time multitasking ASICs

Miodrag Potkonjak, Wayne Wolf

October 1999 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 4 Issue 4

Full text available: pdf(198.48 KB) Additional Information: full citation, abstract, references, index terms, review

Traditional high-level synthesis concentrates on the implementation of a single task (e.g. filter, linear controller, applications—multifunctional embedded controllers intelligent wireless end-points, and DSP and multimedia serv computational tasks. This paper describes new techniques for the synthesis of ASIC implementations that realize under hard real-time constraints. Our synthes ...

57 Visual digests for news video libraries

Michael G. Christel

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**

Full text available: pdf(1.52 MB) Additional Information: full citation, abstract, references, citings, index terms

The Informedia Digital Video Library contains over 2000 hours of video, growing at a rate of 15 hours per week. sufficient for information retrieval because often the candidate result sets grow in number as the library grows. \ stories from the library, providing users with a visual mechanism for interactive browsing and query refinement. dynamically under the direction of the user based on automatically de ...

Keywords: digital video library, information visualization, multimedia abstraction

58 Compiling nested data-parallel programs for shared-memory multiprocessors
Siddhartha Chatterjee
July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 15 Issue 3
Full text available: pdf(4.17 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: compilers, data parallelism, shared-memory multiprocessors

59 Chinese input with keyboard and eye-tracking: an anatomical study
Jingtao Wang, Shumin Zhai, Hui Su
March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(384.92 KB) Additional Information: full citation, abstract, references, citings, index terms

Chinese input presents unique challenges to the field of human computer interaction. This study provides an ana standard Chinese input process, which is based on pinyin, a phonetic spelling system in Roman characters. Throu performance modeling and experimentation, our study decomposed the Chinese input process into sub-tasks an and numeric keying, two component resulted from the large number of homophones ...

Keywords: Chinese text input, eye-tracking, gaze, gaze-tracking, multi-modal interface, performance modeling

60 Long papers: recommendation and instruction: Animating an interactive conversational character for an ec
Andrea Corradini, Manish Mehta, Niels-Ole Bernsen, Marcela Charfuelan
January 2005 **Proceedings of the 10th international conference on Intelligent user interfaces**
Full text available: pdf(281.80 KB) Additional Information: full citation, abstract, references, index terms

Within the framework of the project NICE (Natural Interactive Communication for Edutainment) [2], we have be entertaining computer game that allows children and teenagers to interact with a conversational character impe Andersen (HCA). The rationale behind our system is to make kids learn about HCA's life, fairy tales and historica fun. We report on the character's generation and realization of b ...

Keywords: edutainment, embodied conversational agent, multimodal output, user interface

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- Try different keywords.
- Try more general keywords.
- Try fewer keywords.

Also, you can try Google Answers for expert help with your search.

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Web Images Groups **News** Froogle Local[New!] **more »**

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Suggestions:

Make sure all words are spelled correctly.
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Try more general keywords.
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Also, you can browse today's headlines on the Google News homepage.

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USPTO Patent Full-Text and Image Database

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	PAT. NO.	Title
1	6,754,181	System and method for a directory service supporting a hybrid communication system architecture
2	6,731,625	System, method and article of manufacture for a call back architecture in a hybrid network with support for internet telephony
3	6,335,927	System and method for providing requested quality of service in a hybrid network
4	5,999,525	Method for video telephony over a hybrid network
5	5,867,495	System, method and article of manufacture for communications utilizing calling, plans in a hybrid network
6	5,867,494	System, method and article of manufacture with integrated video conferencing billing in a communication system architecture